

PRESS RELEASE

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Enlighten global illumination brings new light to KONAMI's new "eFootball PES 2020"

Tokyo, Japan, (Aug. 21, 2019) – Silicon Studio; developer of technology solutions for middleware, gaming, automotive, video production and other digital content; is pleased to announce that Konami Digital Entertainment's smash hit soccer series will utilize Enlighten global illumination in its newest edition "eFootball PES 2020"



This latest version of the popular "PES" series, developed by Konami, is set to release on September 10th on PlayStation®4, Xbox One, and Steam®.

Enlighten is a dynamic global illumination middleware solution that simulates indirect light reflected by objects in real time to allow creators to make high quality lighting effects and increase realism faster and more efficiently. Enlighten is implemented in "eFootball PES 2020" to further define lighting and atmosphere in order to assist in bringing players as close to photo-realism as possible.

Examples of Enlighten global illumination usage in “eFootball PES 2020”







Official comment from Masakazu Ishizaki , Director of “PES” Series

The “MASTER LEAGUE” system will be reborn in “eFootball PES 2020”.

In MASTER LEAGUE, there are many scenes such as not only stadiums, but also locker rooms, press conferences and club houses that make use of indirect light which Enlighten specializes.

In these very important scenes, we realized that by continuing to utilize Enlighten we could complete them in with very high visual quality.

Konami Digital Entertainment Co., Ltd.

“PES” Series Director, Masakazu Ishizaki

About “eFootball PES 2020”

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| Title Name | eFootball PES 2020 |
| Publisher and Developer | Konami Digital Entertainment Co., Ltd. |
| Supported Platforms | PlayStation®4, Xbox One, Steam® |
| Genre | Sports, Soccer |
| Copyright | All copyrights or trademarks are the property of their respective owners and are used under license. ©Konami Digital Entertainment |
| Official Site | https://www.konami.com/wepes/2020/eu/en/all/ |

About “Enlighten”

"Enlighten" is a high quality real-time global illumination (indirect light expression) technology used for the game, movie, real estate and product visualization industries. The technology can efficiently calculate a large amount of mathematical processes which are an important task in real-time global illumination to generate and maintain beautiful high-quality images through the usage of light maps, spherical harmonic probes, and reflection captures.

Enlighten for Unreal 4 is available for the following platforms:

[Console] Nintendo Switch™, PlayStation®4, Xbox One [PC] Microsoft Windows [Mobile] Android™



Enlighten SDK is available for the following platforms:

[Console] Nintendo Switch™, PlayStation®4, Xbox One [PC] Microsoft Windows [Mobile] Android™, iOS

Enlighten also supports VR development

Enlighten Official Site: <https://www.siliconstudio.co.jp/middleware/enlighten/en/>

About Silicon Studio Corporation:

Silicon Studio, a Japan-based game engine and middleware company, develops and provides advanced technologies such as "YEBIS" post effects, "Enlighten" real-time global illumination, and "Mizuchi" real-time rendering to major game and entertainment production studios worldwide. These technologies have helped to bring high quality graphics to a large number of successful AAA titles.

<https://www.siliconstudio.co.jp/en/>

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*"PlayStation" is a registered trademark of Sony Interactive Entertainment Inc.

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